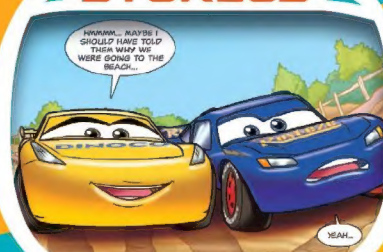


Disney · PIXAR

Cars

**A MUDDY  
BOARD GAME**

# RAW POWER

**BRAND-NEW  
POSTER****8 CRAZY EIGHT  
CARDS****3 FUNNY  
STORIES**



**AMAZING  
STICKERS WITH  
THUNDER  
HOLLOW'S STARS.  
ENJOY!**



## **YOUR CARD COLLECTION CONTINUES!**

With this card collection  
that runs from issue 131 to 134,  
you can play three games:  
**Roshambo, Family of Four, and High Value.**



**ISSUE 131**



**ISSUE 132**



**ISSUE 133**









**ISSUE 134**

## **ROSHAMBO**

**A game for 2 players.**

**Object:** to win more cards  
than your opponent.

**How to play:** The cards  
are dealt equally to both  
players. Take turns revealing  
the top card in your deck,  
and follow these rules:

-  agility beats  weight
-  weight beats  cunning
-  cunning beats  agility

If the cards played are of  
the same suit, keep playing  
until there's a winner.

Cards won in each challenge  
are set aside and cannot be  
played again.

**And the winner is . . .** the  
player who's won the  
most cards at the end  
of the game.

YOU'LL FIND **8 NEW CARDS** ON **PAGE 35**,  
AS WELL AS THE RULES FOR THE **FAMILY OF FOUR** GAME.

**HAVE FUN!**



# WELCOME TO THE WORLD OF CARS MAGAZINE!

HELP!  
COLOR THIS  
PAGE BEFORE  
I'M COMPLETELY  
COVERED  
IN MUD!

**CRAFT**

**BEAUTIFUL  
PAGE-CORNER  
BOOKMARKS**

FIND OUT HOW TO  
MAKE THEM ON PAGES... **30 31**



## **CONTENTS**

ON THE SCENE ... PAGE **04**

POSTER ..... PAGES **18 19**

COLORING ..... PAGE **14**

COMICS ..... PAGES **08 22 28**

GAMES ..... PAGES **06 12 16 20 26 32**



ON THE SCENE



FOSTER'S

SCHOOL BUS

# MISS FRITTER

**MISS FRITTER - I.C.U. SCHOOL BUS TYPE C**

**HOMETOWN:** Thunder Hollow

**SKILLS:** Miss Fritter loves the smash'n'crash life of the Demolition Derby. She's a local legend at the Thunder Hollow Speedway.

**FEATURES:** Formidable size, a menacing look and trash-talking intimidation tactics.



U.S.A.

**#51**



## THE DIVA OF DEMOLITION

She's got a pair of fire-breathing horns, a buzz saw stop sign, and the plates of her victims hung as trophies. Who's got the guts to take her on?



## OH, MY GRACIOUS! MISS FRITTER'S DOWN!

Sometimes the unexpected happens! When she tried to smash Cruz Ramirez, Miss Fritter got turned upside down—the position that her rivals usually end up in.



## SHE HAS A TENDER HEART

Miss Fritter isn't as hard-hearted as she wants everyone to think. Here she is with the other Demolition Derby racers watching the Florida 500 on TV, cheering on Lightning and Cruz.

### VERY SCARY

From any angle, Miss Fritter is definitely a creepy sight.



Take a good look at the original below, then spot the differences in silhouettes 1–4: There's 1 in each!

ORIGINAL





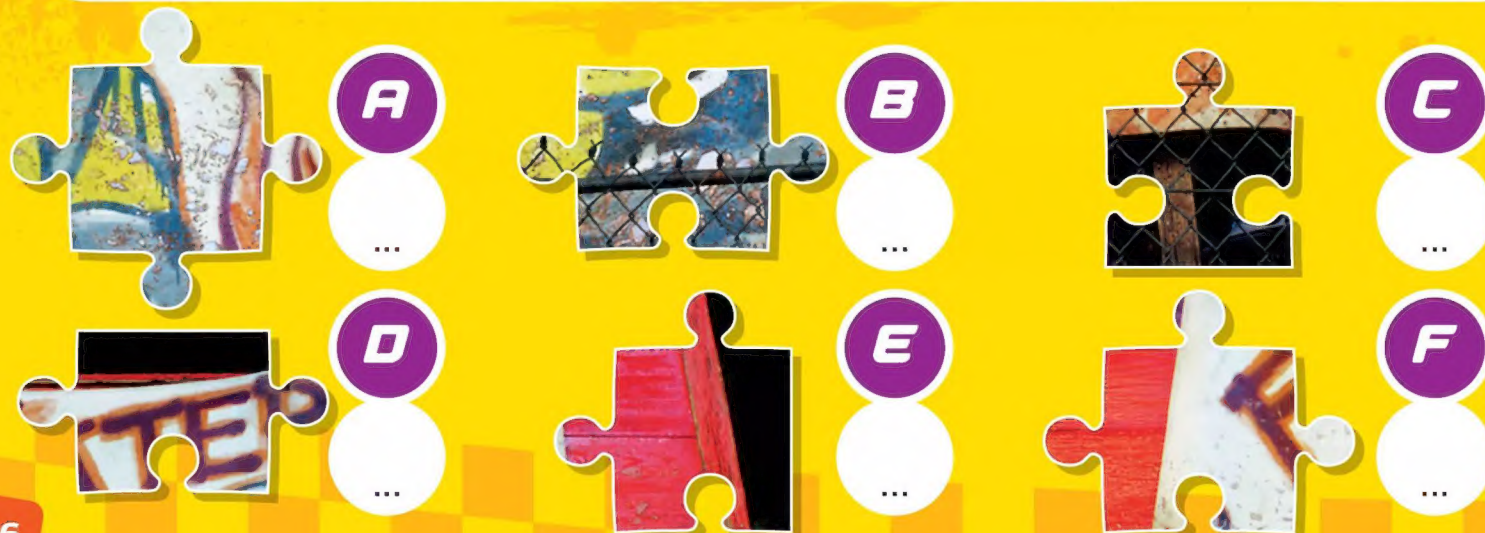
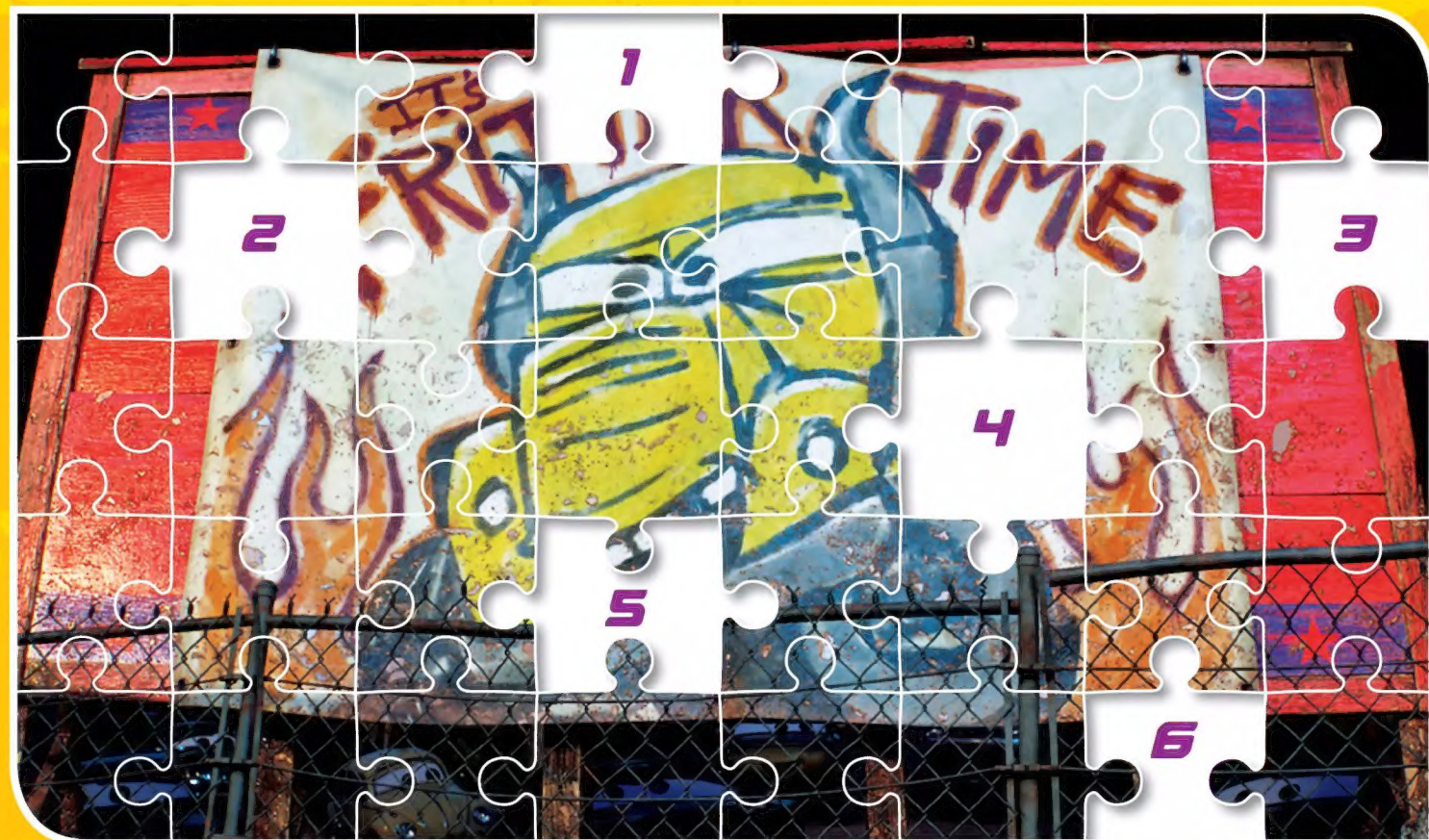
# FRITTER TIME



## 1 PUZZLEBOARD



At Thunder Hollow, even the signs get smashed!  
Complete this picture by adding the 6 missing pieces below.  
Write the numbers in the blanks.



## 2 RAZOR-SHARP STOP SIGN



Miss Fritter's turned on her special circular saw.  
It's every car for themselves!  
Trace the 4 paths to see who gets the blade!



ARVY

ROSCOE



JIMBO



DR. DAMAGE

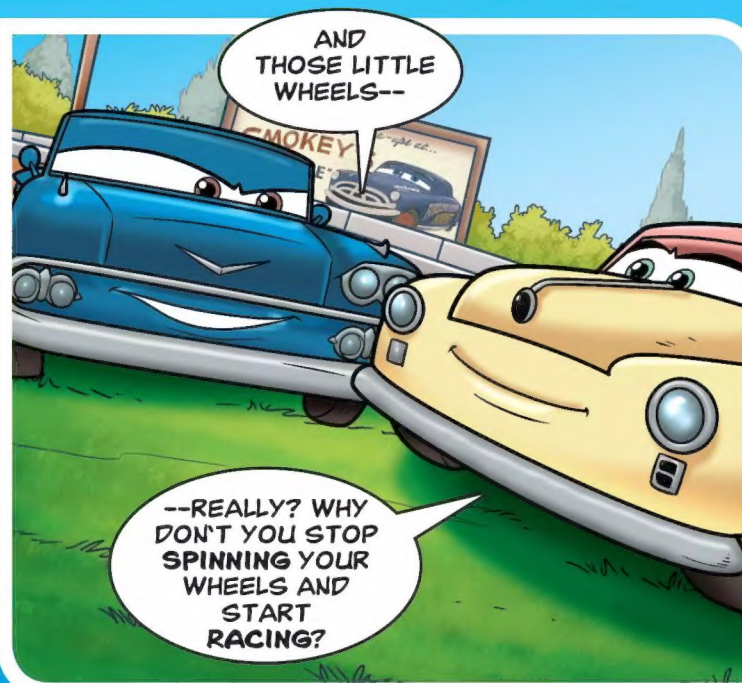




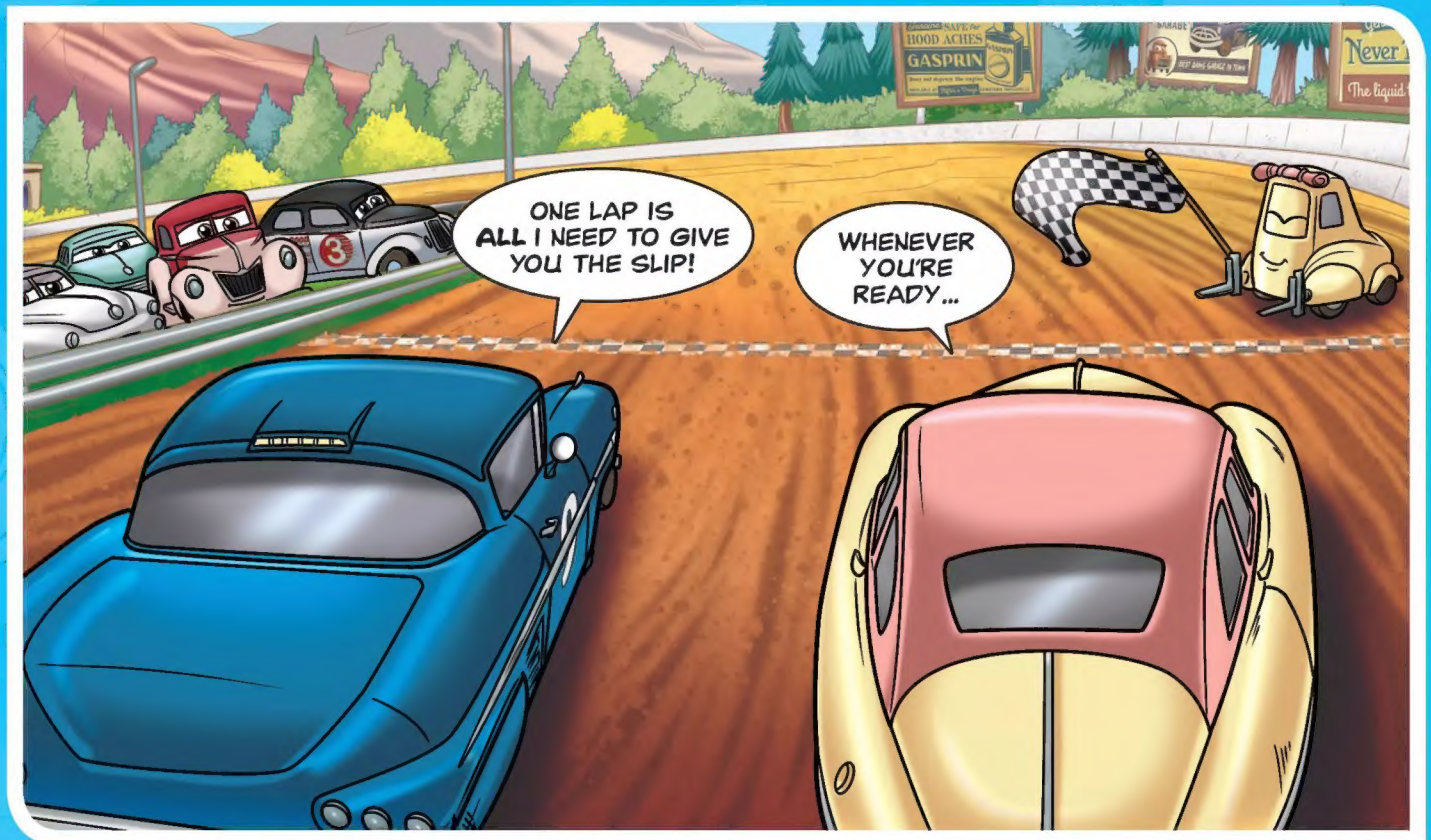
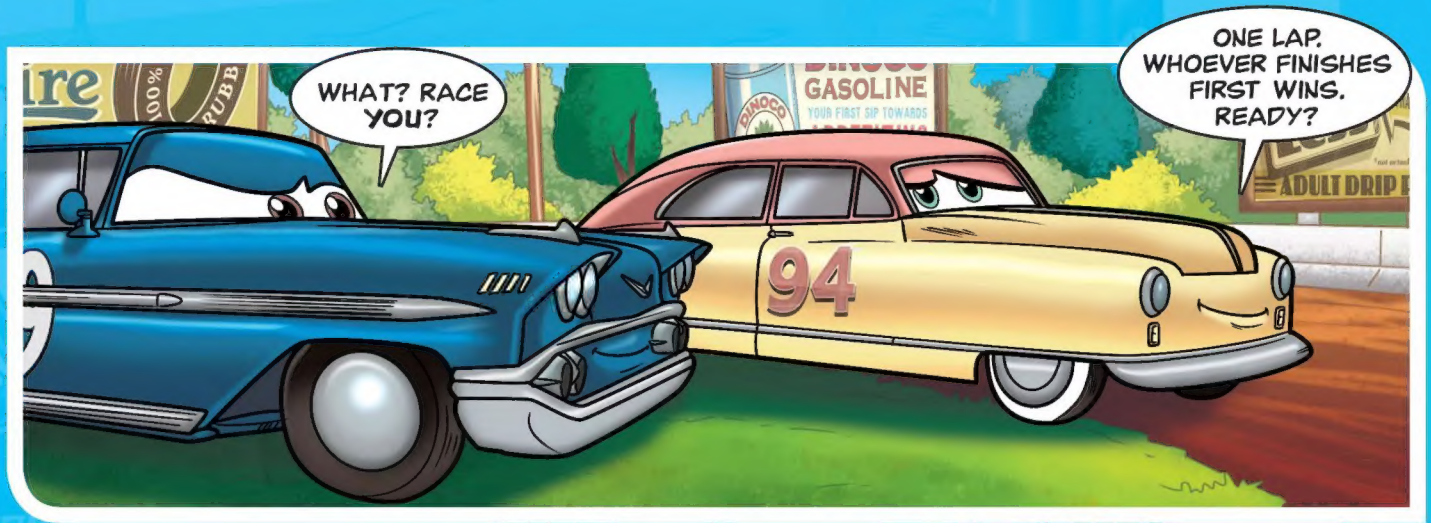
# LEAVE IT TO LOUISE!



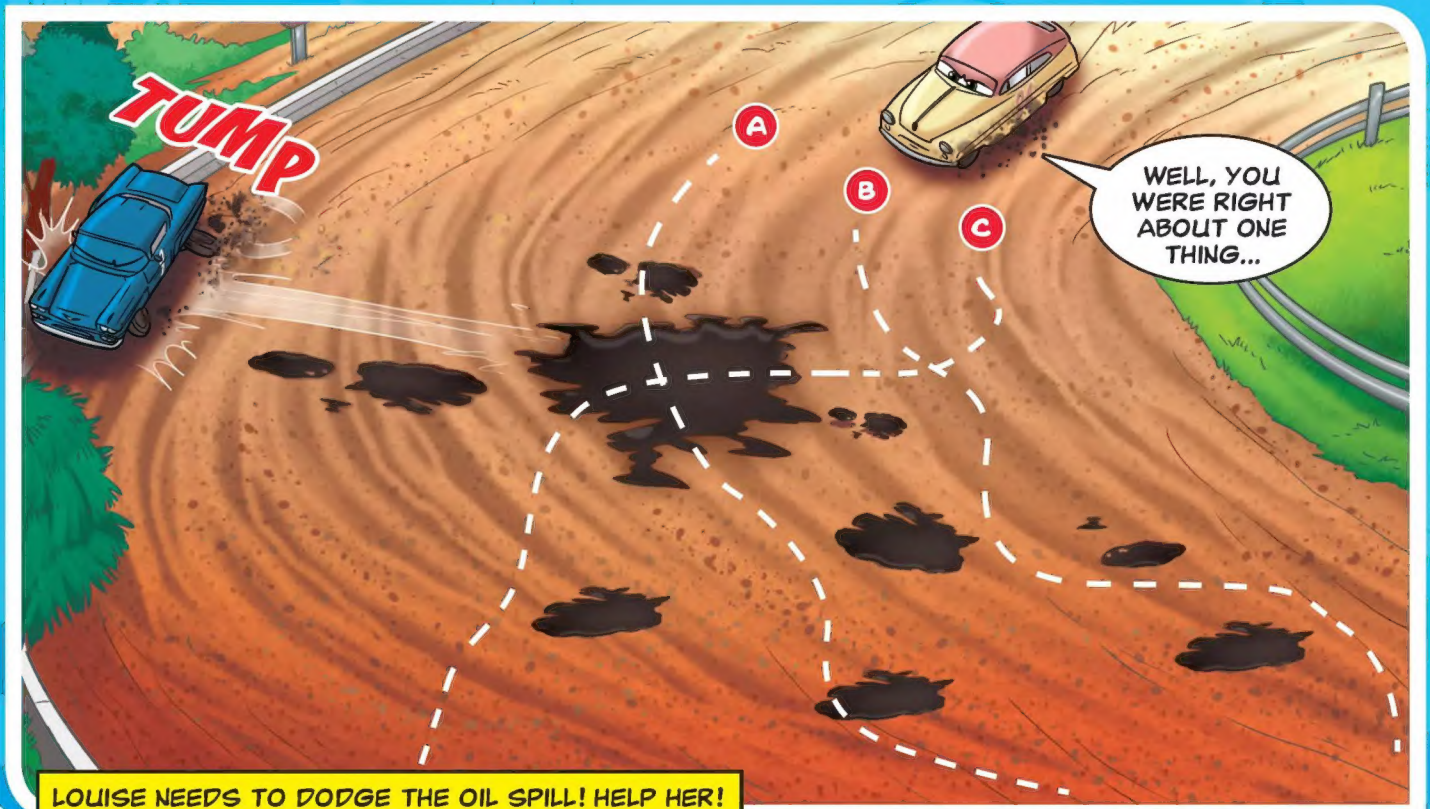
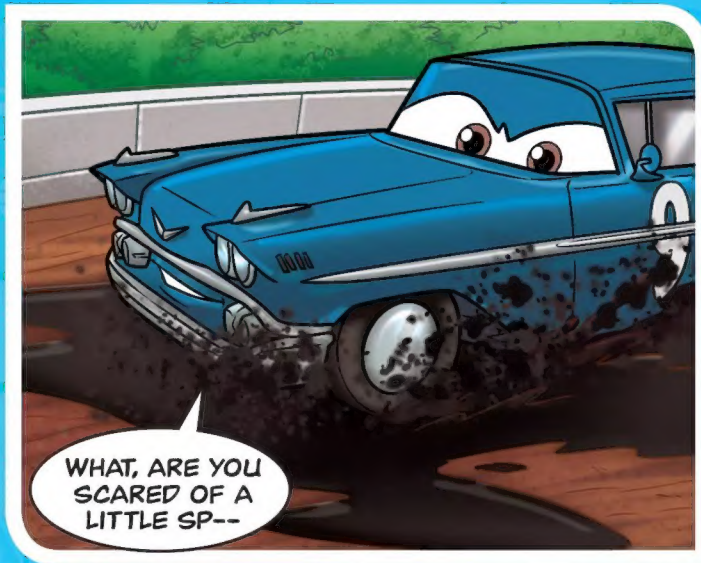
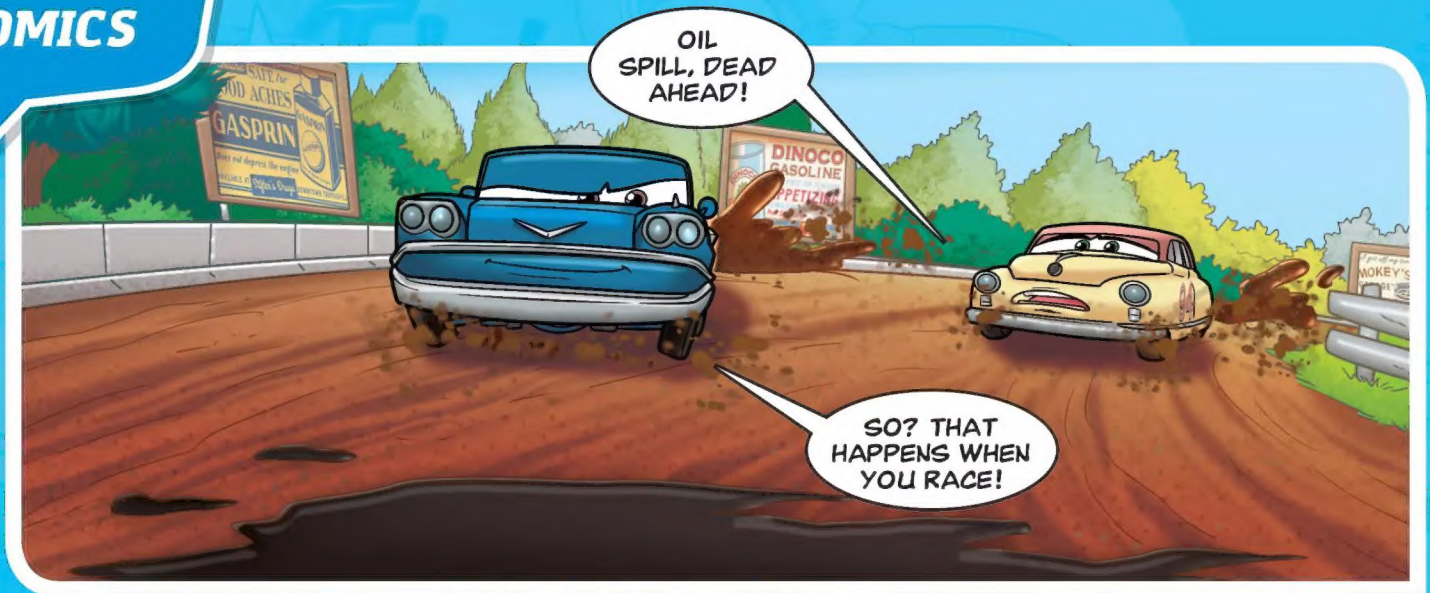
SWEET TEA SEEMS TO BE EVERYWHERE!  
HOW MANY OF HER CAN YOU FIND?



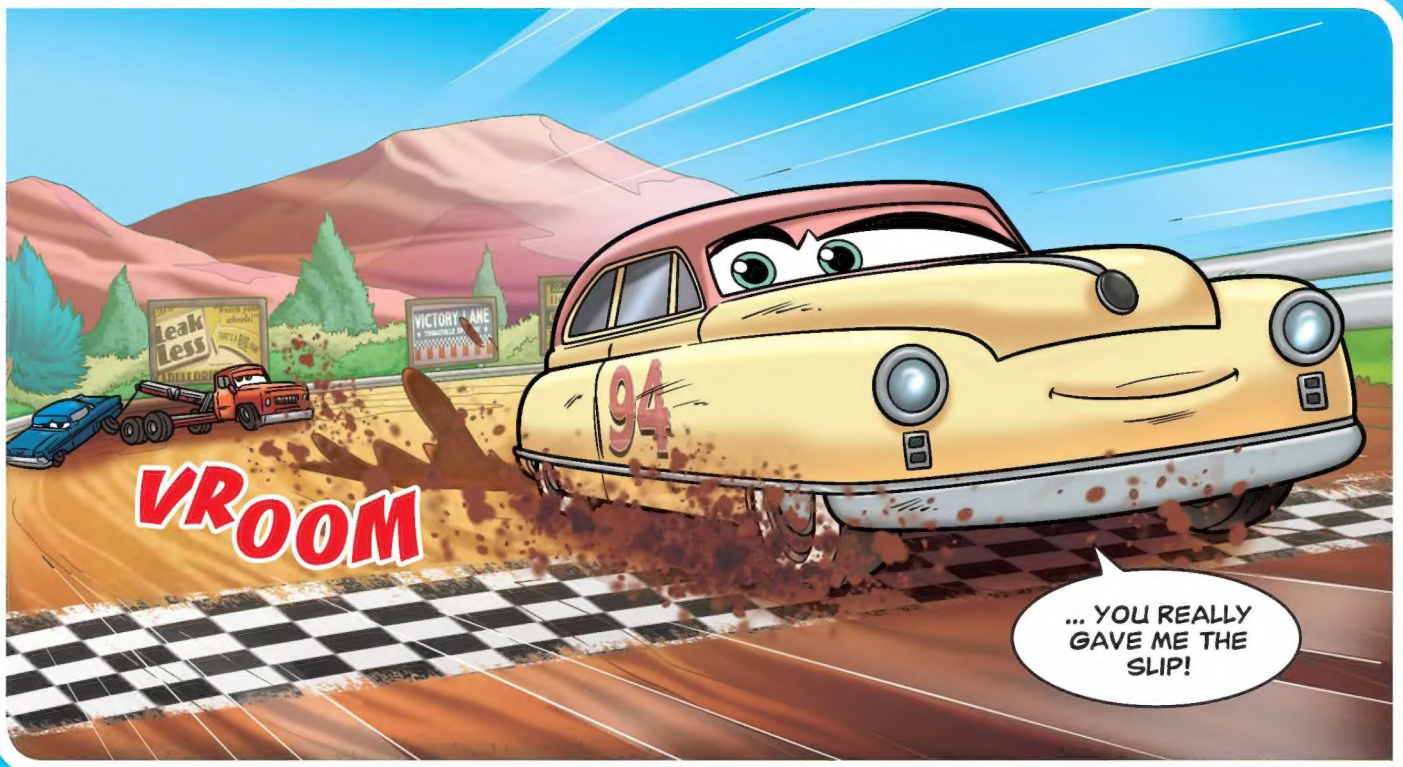












SWEET TEA AND LOUISE SEEM A LITTLE PALE! FILL THEM IN WITH THE RIGHT COLORS!





# DEMOLITION DERBY

## 1 LAST SEATS IN THE HOUSE

Some of our pals from Radiator Springs have come to see the world-famous Crazy Eight. Match up the colors to help them find their seats and write the coordinates below each one.

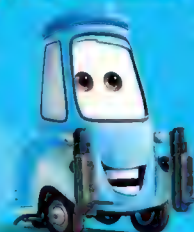


 **RAMONE**

 **FLO**

 **GUIDO**

 **LUIGI**



**A**

**B**

**C**

**D**


1

2

3

4

5

6

7

8

## 2 MEGA PILEUP

It's a miracle if you manage to steer clear of a pileup in the Crazy Eight!

Count the number of times each racer has wound up stuck, then see who's bypassed the scene of the crash.

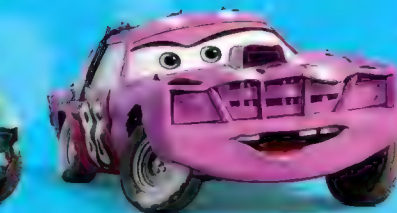


**A**

**B**

**C**

**D**



**E**

**F**

**G**

**H**



COLORING

# A GAME FOR TOUGH GUYS

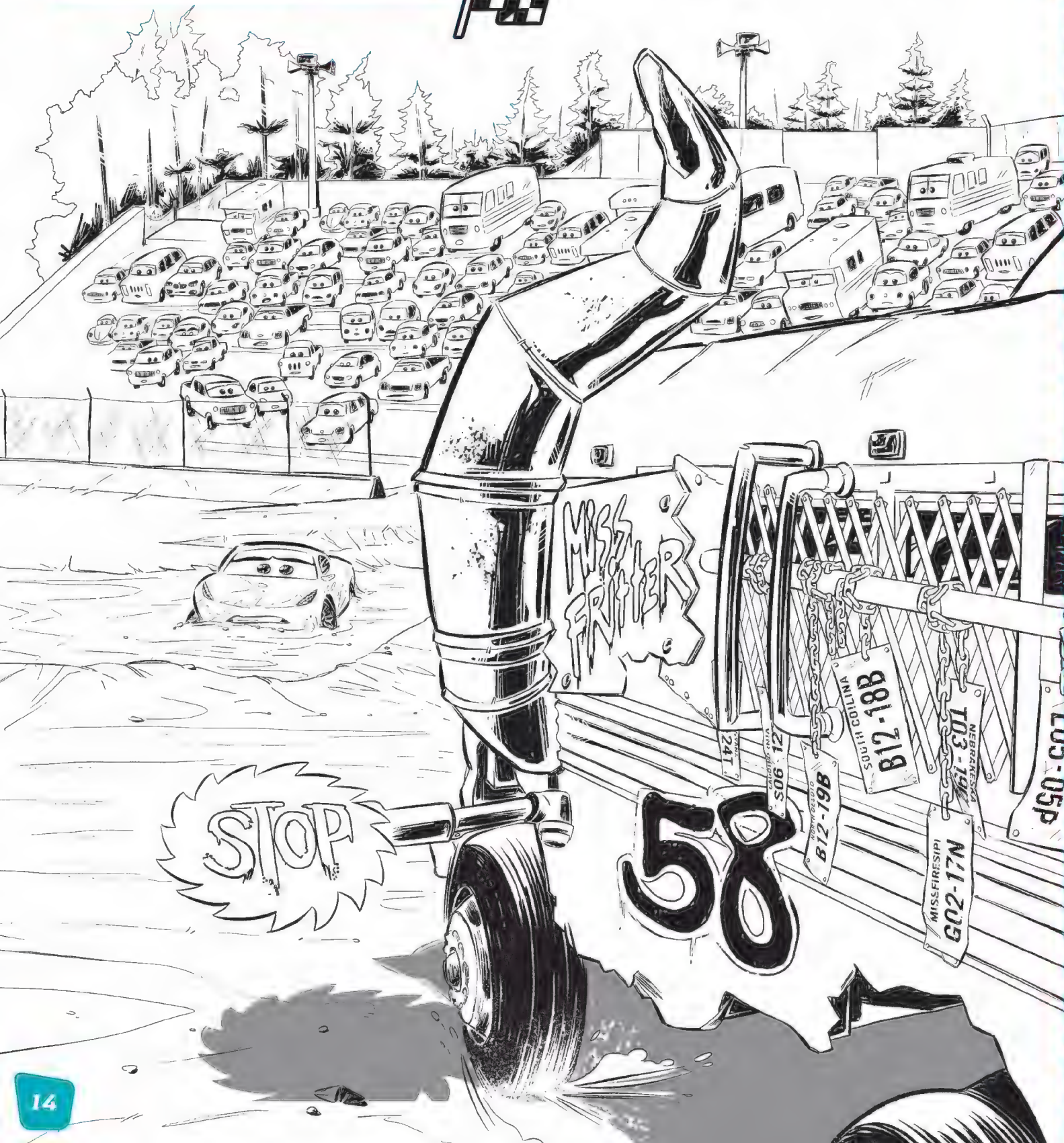
**MISS FRITTER  
TAKES AIM AT CRUZ**

Cruz is not exactly a happy camper . . .

Miss Fritter's ready to strike!



Color this page before it's too late!





## PUSHOVER OVER LIGHTNING

It doesn't look like Pushover's doing so well either.



Color his spectacular flight to cheer him on!

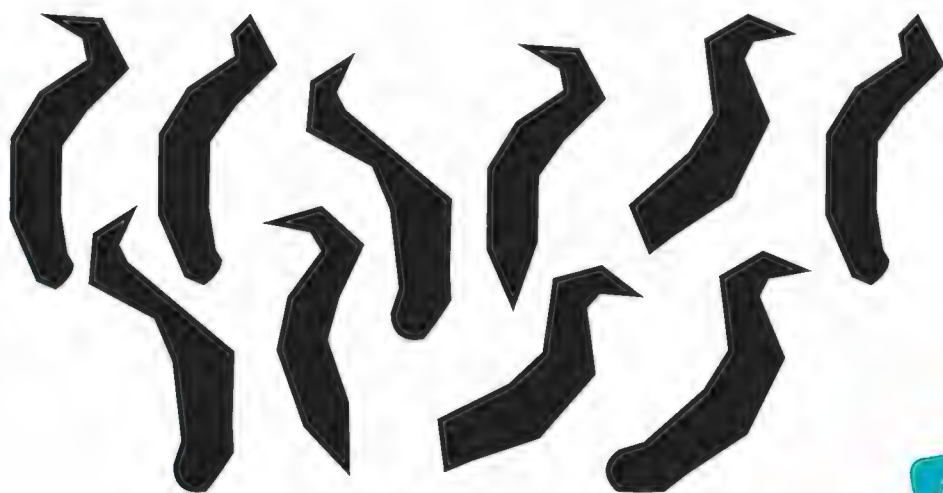


## A PAIR OF HORNS

Only 2 of the horns shown here belong to Miss Fritter.



To find them, cross out the ones that match.



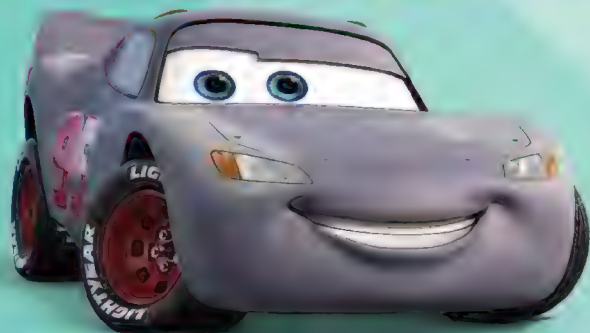
SOLUTION ON PAGE 33



# RECOVERING IN RADIATOR SPRINGS

## 1 BEST WISHES

Dusty and Rusty have a greeting for Lightning. See the message they have for him. From **START**, follow the 4-color sequence below. Write the letters you land on in the spaces below, going from left to right.



... ..  
L I G H T N I N G

## 2 RUST-EZE MEDICATED BUMPER BOMB



THE RIGHT BLEND

OIL	ANTI-RUST	FUEL
2	3	1

Flo's created a drink in honor of Dusty and Rusty. Spot the 2 glasses that contain it. Tip: They have the same quantities of the ingredients shown below.





DUSTY



RUSTY



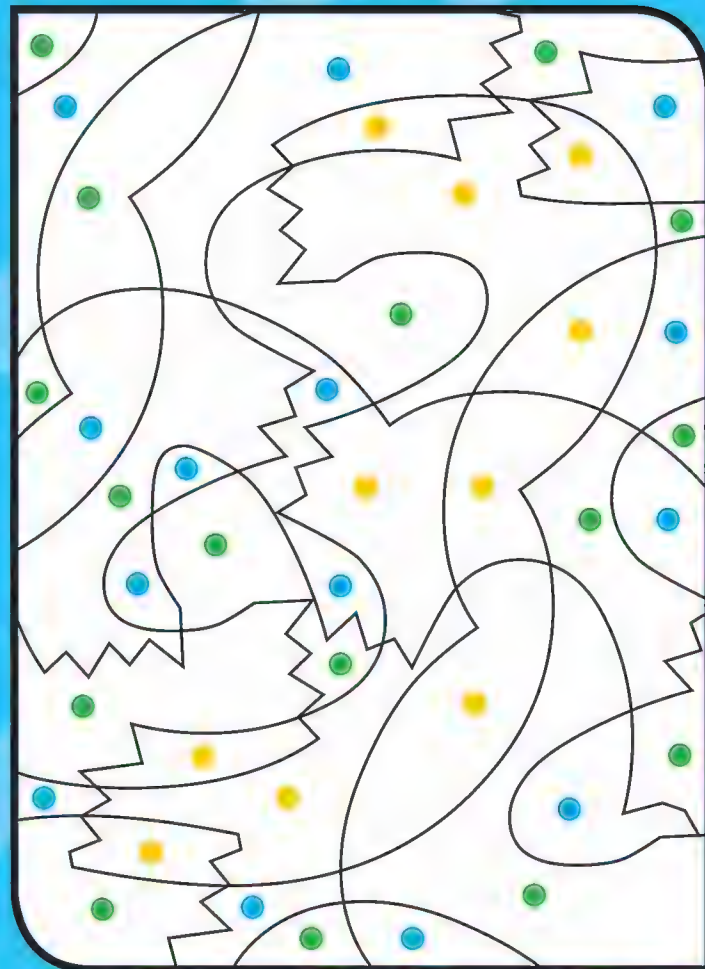
DON'T DRIVE LIKE MY BROTHER!



# PRE-WORKOUT

## 1 DRIP-DROP

Lightning McQueen has been upended to help his oil circulate. At least that's what Cruz Ramirez says. Color the dotted sections to see how many minutes he's stayed in that position!



## 2 GIVE 'EM A NAME!

Cruz Ramirez was the first to come up with the slightly bizarre idea of giving a name to each of her tires. To find out the names Lightning gave his, fill in the missing letters based on the color code!

1 RI \_ HT \_

3 B \_ C \_ Y  
JU \_ IO \_

2 \_ A \_ KY

4 L \_ F \_ Y



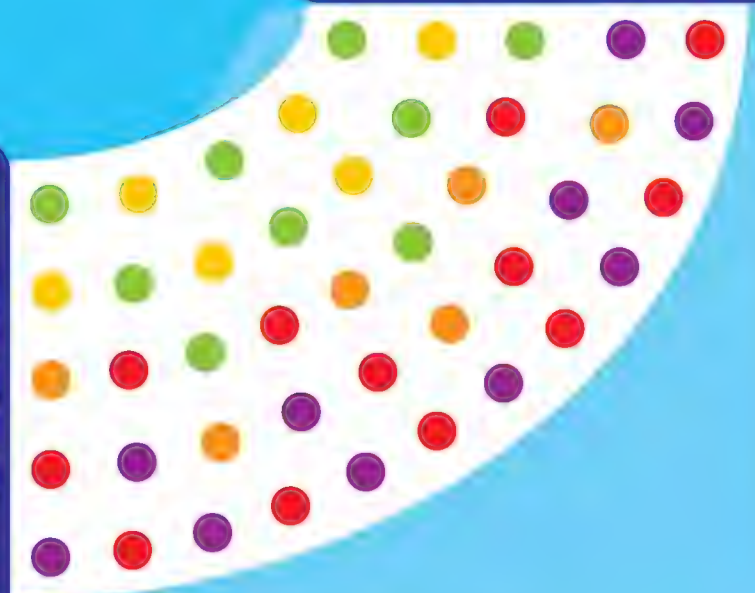
## 3 EXCELLENT TRAJECTORY

You're on the simulator! Close your eyes and use a pencil to trace the perfect trajectory around a curve. Then count the dots of each color you crossed and check your score. Challenge your friends!



FINISH

START



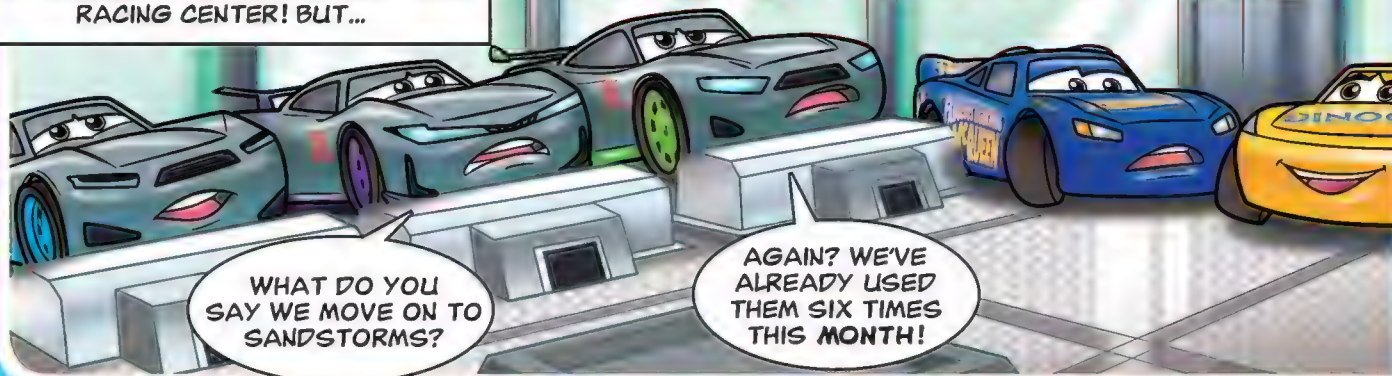
THE LOWER YOUR SCORE,  
THE BETTER YOUR PERFORMANCE!

● = 4 
 ● = 3 
 ● = 2 
 ● = 1 
 ● = 0



# RETURN TO FIREBALL BEACH

IT'S TRAINING TIME AT THE RUST-EZE RACING CENTER! BUT...



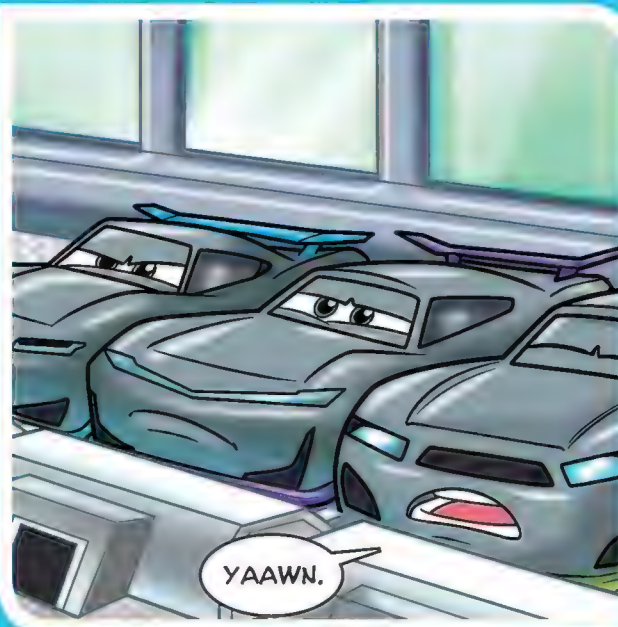
WHAT DO YOU SAY WE MOVE ON TO SANDSTORMS?

AGAIN? WE'VE ALREADY USED THEM SIX TIMES THIS MONTH!

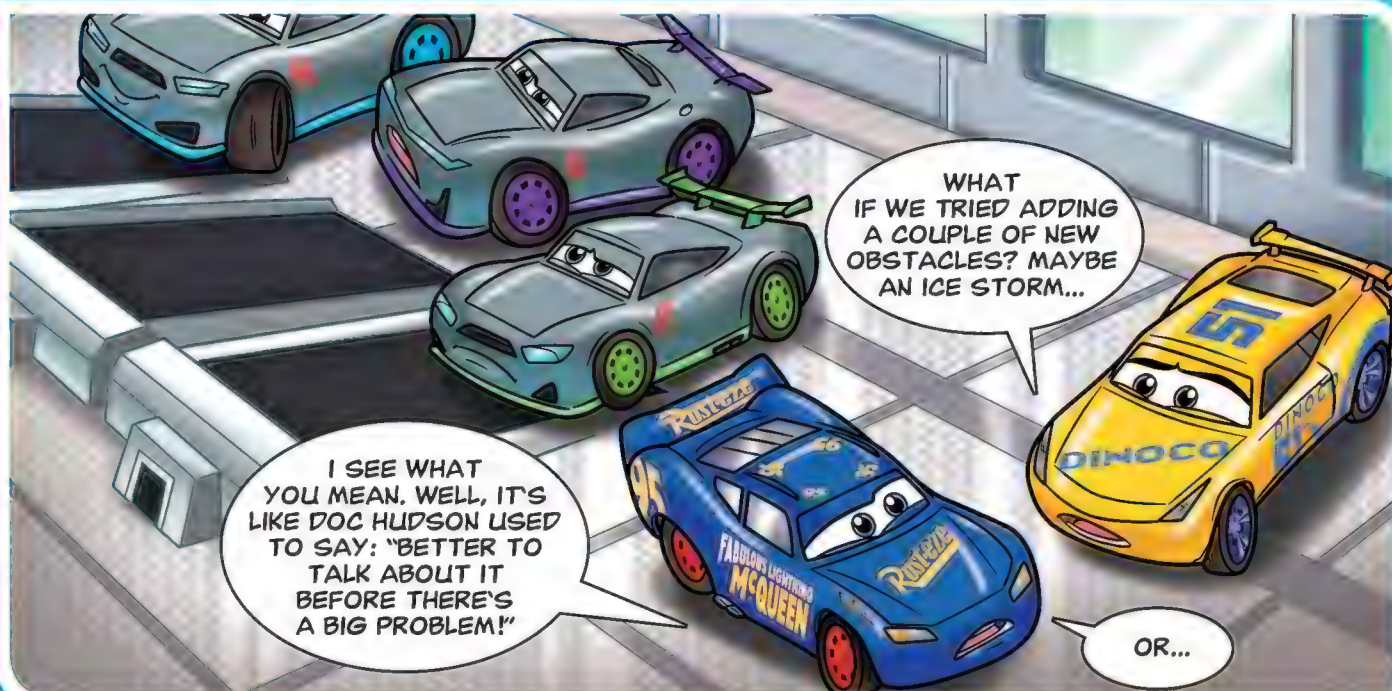


LIGHTNING, DON'T YOU THINK THEY SEEM... UNMOTIVATED?

WHAT DO YOU MEAN?



YAAAWN.



WHAT IF WE TRIED ADDING A COUPLE OF NEW OBSTACLES? MAYBE AN ICE STORM...

I SEE WHAT YOU MEAN. WELL, IT'S LIKE DOC HUDSON USED TO SAY: "BETTER TO TALK ABOUT IT BEFORE THERE'S A BIG PROBLEM!"

OR...





OR?

WE CAN  
ALL GO TO  
FIREBALL  
BEACH!

"REMEMBER WHEN YOU WERE TRAINING  
ME AND I JUST COULDN'T STAND USING  
THE SIMULATOR ANYMORE?"



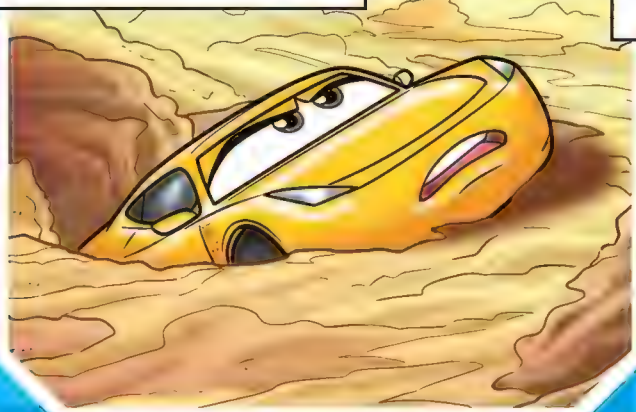
"I TOLD YOU I NEEDED A REAL DIRTY  
TRACK. AND RACING ON THE SHORES OF  
FIREBALL BEACH WAS EXACTLY WHAT WE  
BOTH NEEDED..."



"FEELING THE SAND UNDER  
OUR WHEELS..."

"ENDING UP IN REAL WATER  
WHILE TRYING TO STAY ON  
COURSE..."

IT LOOKS LIKE A FAMILIAR  
FACE IS HIDING SOMEWHERE!  
CAN YOU FIND IT?



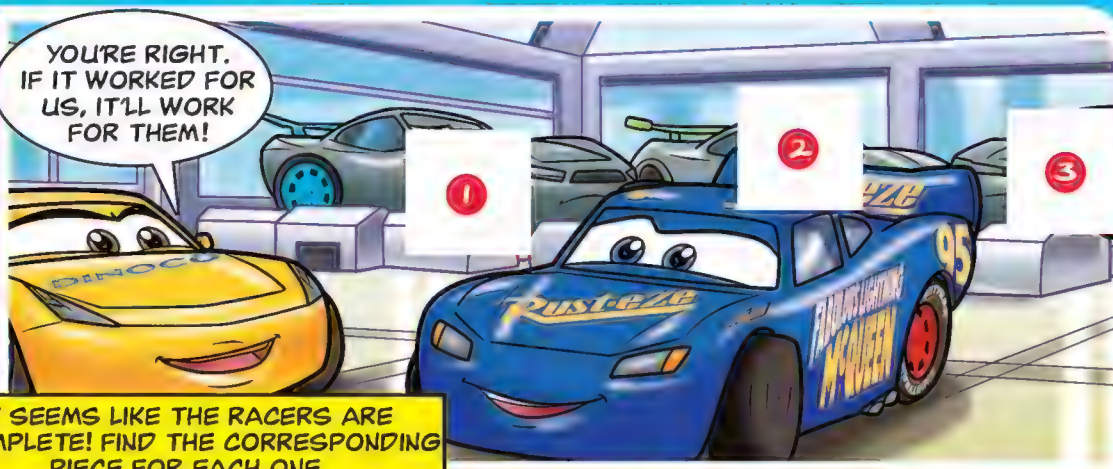
ANSWER: HEY, LOOK, THERE'S WATER!



"WE WANTED TO  
KEEP ON RACING!"



YOU'RE RIGHT.  
IF IT WORKED FOR  
US, IT'LL WORK  
FOR THEM!



IT SEEMS LIKE THE RACERS ARE  
INCOMPLETE! FIND THE CORRESPONDING  
PIECE FOR EACH ONE

A



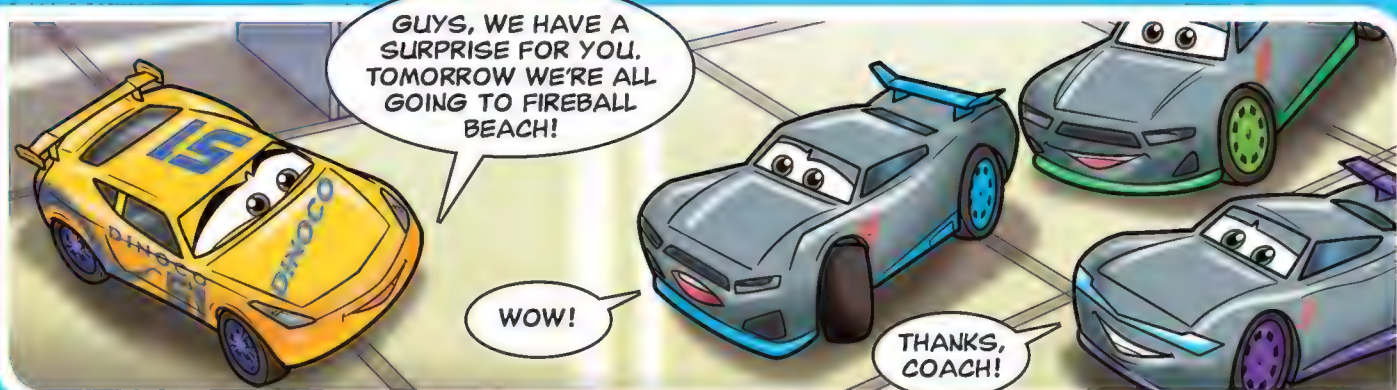
B



C



GUYS, WE HAVE A  
SURPRISE FOR YOU.  
TOMORROW WE'RE ALL  
GOING TO FIREBALL  
BEACH!



WOW!

THANKS,  
COACH!

THEY'RE  
ALREADY  
EXCITED!

YEAH! THE  
TRAINING SESSION WILL BE  
TOUGH... BUT THEY'RE GONNA  
LOVE IT!



ANSWER: A=2; B=1; C=3



THE NEXT DAY...

HMMMM... MAYBE I  
SHOULD HAVE TOLD  
THEM WHY WE  
WERE GOING TO THE  
BEACH...

YEAH...

WELL,  
AT LEAST THEY'RE  
STILL RACING...  
SORT OF!

HEY,  
COACH! LOOK  
AT MY AWESOME  
SANDCASTLE!

VRRRR ROOM

THE END



# MUDDY BUDDIES

## INSTRUCTIONS

A game for 2 players.

**Object:** Smash up all 6 racers on the track. Every time you land on a space with a racer, cross off the corresponding color on your scoreboard.

**How to Play:** The youngest player goes first. Starting from any of the 4 empty spaces, take turns rolling the die.

Follow the instructions along the way and these rules for the die:

**1 - 2 - 3:** Advance according to the value shown on the die in the direction indicated by the arrow in the space you're on, except for the **JUMP** space.

**JUMP:** If you are on the jump space, you may exit in any direction you choose. If you are on any other space, move to your opponent's space and send him or her to an **OUT** box.

**RACERS:** If the die shows the racer whose turn it is, he or she may move to any space, except the opponent's. It may also be used to exit the jump space.

If the die shows the opponent's racer, the player whose turn it is moves to an **OUT** box.

If a player lands on his or her opponent's space, the opponent is sent to an **OUT** box.

**And the winner is . . .** the first player to smash up all 6 racers on the track!

A mud track isn't for everybody  
— only the toughest!



Challenge your friends  
one on one to slippery  
races until the last crash!



**MISS FRITTER  
SCOREBOARD**



**DR. DAMAGE  
SCOREBOARD**





# RELAX!

HEY,  
I'M REALLY  
NERVOUS ABOUT  
TOMORROW'S  
RACE.

YOU AND ME  
BOTH!

WELL,  
I HAVE A  
SOLUTION!

THERE'S SOMETHING WRONG WITH RONALD ON  
THIS PAGE! CAN YOU FIND OUT WHAT IT IS?

REALLY?! TELL  
US, QUICK.

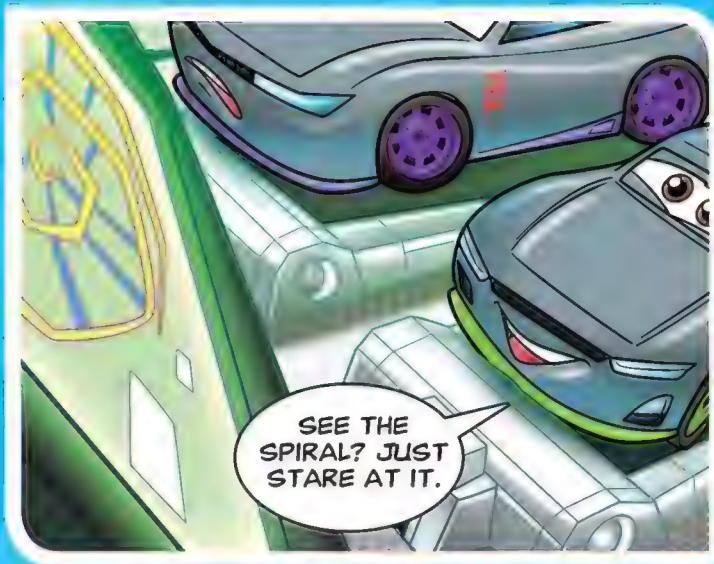
OF COURSE.  
THERE ARE NO  
SECRETS BETWEEN  
FRIENDS!

COACH! CAN  
YOU LOAD  
MY VIDEO?

CONSIDER  
IT DONE,  
RONALD!

ANSWER: HIS BUMPER IS YELLOW!







# PAGE-CORNER BOOKMARKS

I SEEM  
TO LOSE MY  
PLACE ALL  
THE TIME!



## YOU'LL NEED:

- ☐ Colored card stock
- ☐ Safety scissors
- ☐ Glue stick
- ☐ Pencil



**REMEMBER:**  
ASK AN ADULT  
FOR HELP WITH  
SCISSORS

**1**

Cut out the pattern  
on page 31.

**2**

Trace the pattern  
on card stock.

**3**

Cut out the shape.

**4**

Fold triangles along  
the dotted lines.

**5**

Glue one triangle to the  
other to create a slot.

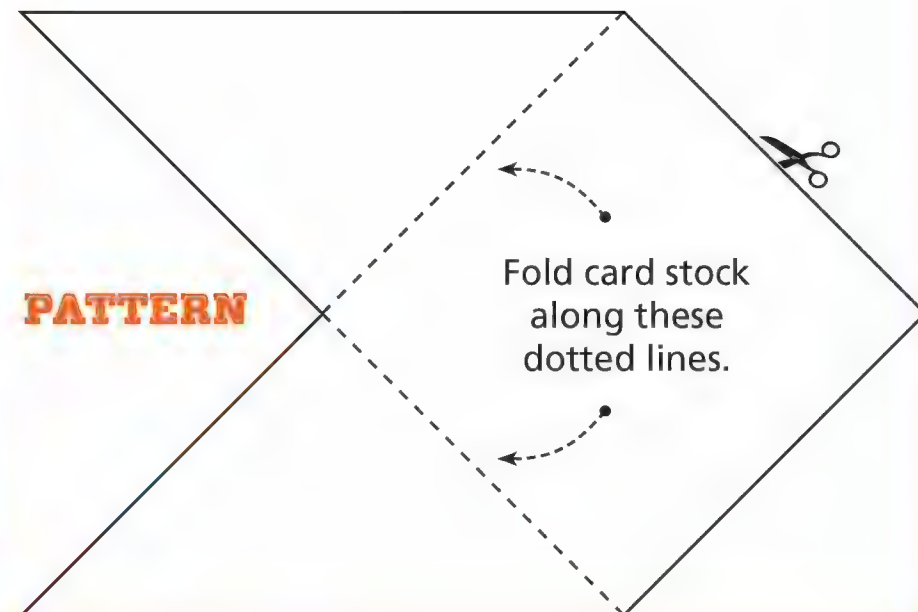
**6**

Cut out a character  
and glue it to your  
bookmark.

MARK THE PAGES  
OF BOOKS  
AND NOTEBOOKS  
WITH YOUR HANDY  
NEW BOOKMARK!



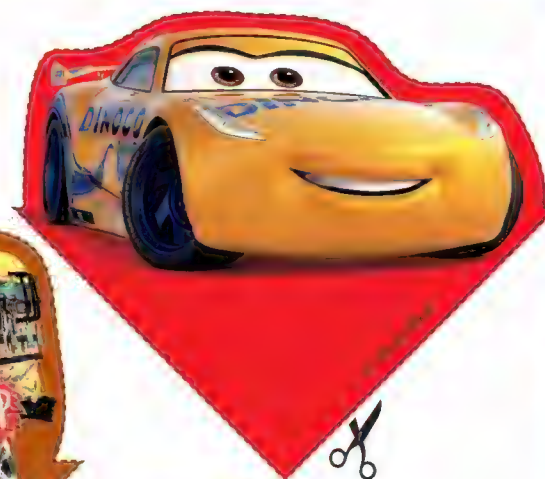
## PATTERN



Fold card stock  
along these  
dotted lines.

## CHARACTERS

Before you cut out this page,  
take a look at page 32!





# ALL 4 RAMONE

1

AN ARTSY MIX



Ramone's a true champ when it comes to body art. Count the number of times a section from each of these versions of Ramone may be seen in the jumble below.

Count the number of times a section from each of these versions of Ramone may be seen in the jumble below.



A

...



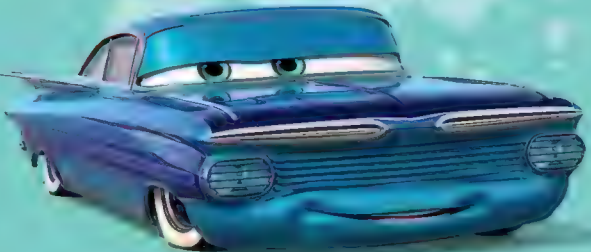
B

...



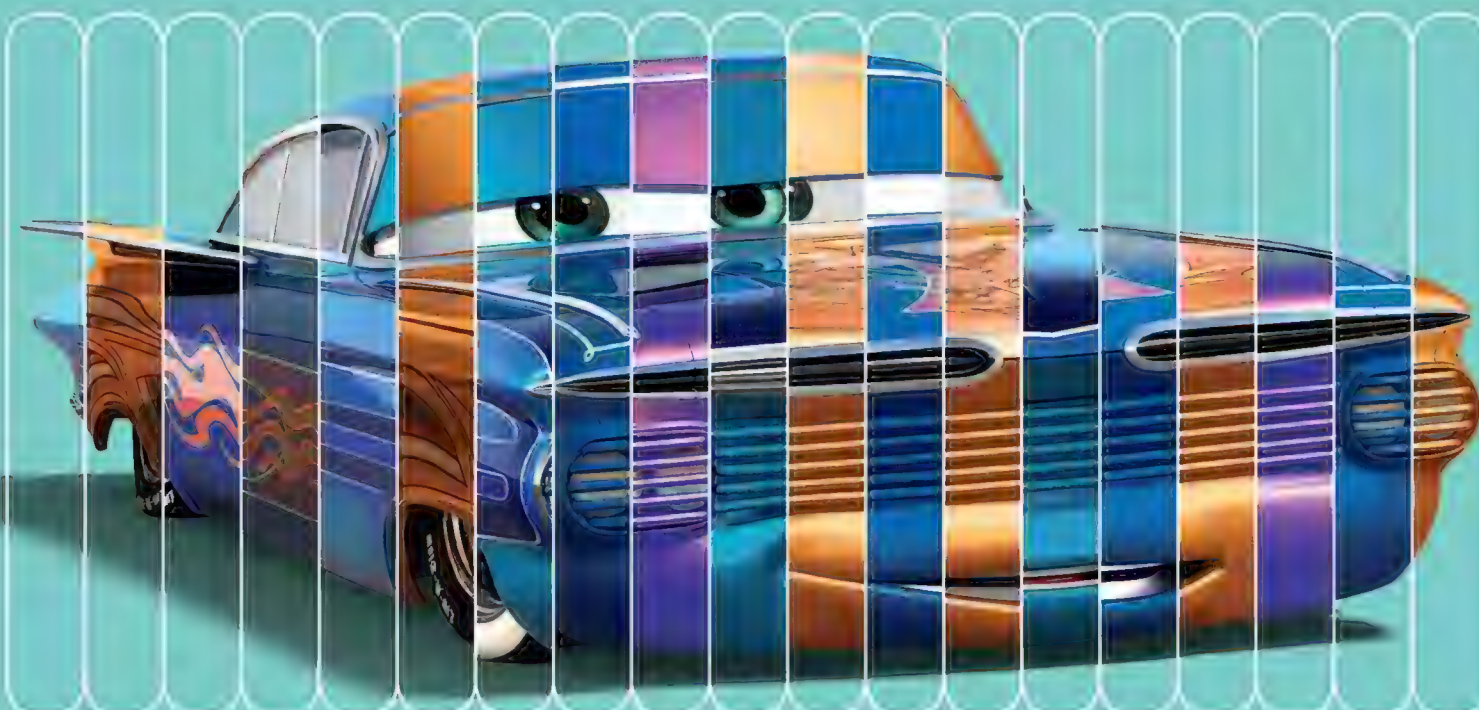
C

...



D

...



SOLUTION ON PAGE 33



# GAME SOLUTIONS

## PAGE 5

### VERY SCARY



## PAGES 6-7

### 1 PUZZLEBOARD

ANSWERS:

A=4 B=5 C=6  
D=1 E=3 F=2

### 2 RAZOR-SHARP STOP SIGN

ANSWERS:

ROSCOE [D]  
AND DR. DAMAGE [C]

## PAGES 12-13

### 1 LAST SEATS IN THE HOUSE

ANSWERS:

RAMONE B5 - FLO D3  
GUIDO C7 - LUIGI A2

### 2 MEGA PILEUP

ANSWERS:

A=4 - B=5 - C=0 - D=3  
E=3 - F=1 - G=3 - H=3

## PAGE 15

### A PAIR OF HORNS



## PAGES 16-17

### 1 BEST WISHES

ANSWER:



### 2 RUST-EZE MEDICATED BUMPER BOMB

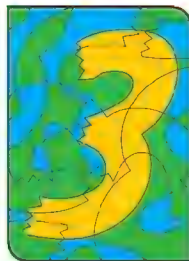
ANSWERS:

B - F

## PAGE 20

### 1 DRIP-DROP

ANSWER:



## PAGE 21

### 2 GIVE 'EM A NAME!

ANSWERS:

1 = RIGHTY  
2 = BACKY  
3 = BACKY JUNIOR  
4 = LEFTY

## PAGE 32

### 1 AN ARTSY MIX

ANSWER:

A=3 B=5 C=6 D=5



## LET'S PLAY!



Cut out the tokens  
and die to play the  
game on pages 26-27.



GLUE

GLUE

GLUE

GLUE



**IN THE  
NEXT  
ISSUE**

# ARVY MOTORHOME



**EVERY  
FRIDAY NIGHT  
AT THE  
CRAZY EIGHT**



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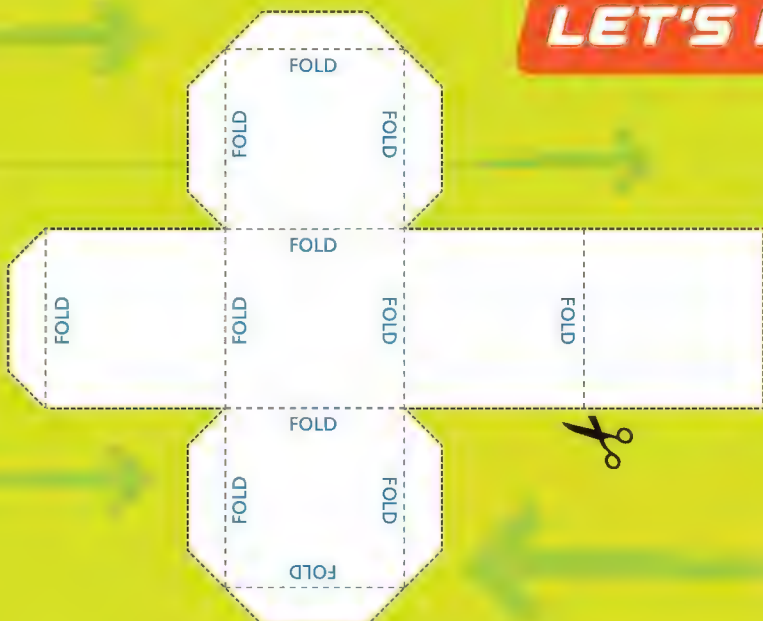
Disney Pixar Cars

The Walt Disney Company Limited  
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London, W6 9PE

**LET'S PLAY!**



Cut out the tokens  
and die to play the  
game on pages  
26–27.





# PLAYING CARDS

COLLECT AND PLAY!

## SMALL CRAZY EIGHT



**RACER  
BLIND SPOT**

**+1**

**+3**

**+1**

SAND

MUD

ASPHALT

## SMALL CRAZY EIGHT



**RACER  
CIG ALERT**

**+2**

**+3**

**+1**

SAND

MUD

ASPHALT

## SMALL CRAZY EIGHT



**RACER  
JIMBO**

**+2**

**+3**

**+1**

SAND

MUD

ASPHALT

## SMALL CRAZY EIGHT



**RACER  
PILEUP**

**+1**

**+3**

**+1**

SAND

MUD

ASPHALT

## FAMILY OF FOUR

A game for 2 or more players.  
Object: To collect card families.

### How to play:

Each player gets the same number of cards, in multiples of 4 (for example: 4, 8, 12, or 16). The deck must contain only families composed of 4 cards each. If you are dealt 4 cards from the same family, remove them from your hand and set them aside—they're out of play.

Take turns picking one card at a time, without looking, from your opponent's hand. If there are more than 2 players, pick a card from the player on your right. Every time you complete a family, set it aside.

And the winner is . . .  
the first player to set aside all his or her cards in family sets.

## BIG CRAZY EIGHT



**MISS  
FRITTER**

**+2**

**+3**

**+1**

SAND

MUD

ASPHALT

## BIG CRAZY EIGHT



**ARVY**

**+1**

**+3**

**+1**

SAND

MUD

ASPHALT

## BIG CRAZY EIGHT



**DOCTOR  
DAMAGE**

**+1**

**+3**

**+2**

SAND

MUD

ASPHALT

## BIG CRAZY EIGHT



**ROSCOE**

**+3**

**+2**

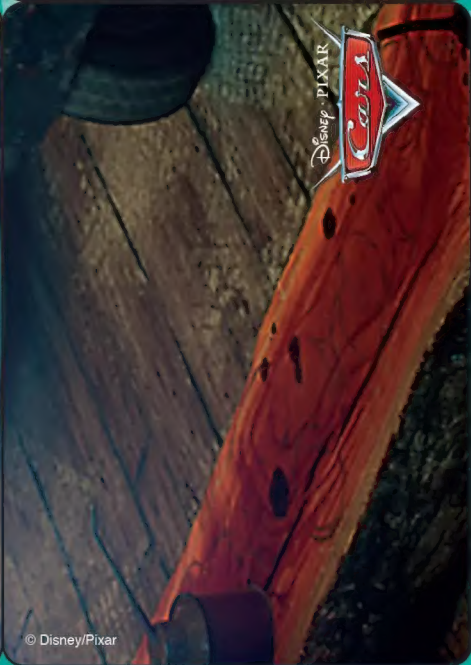
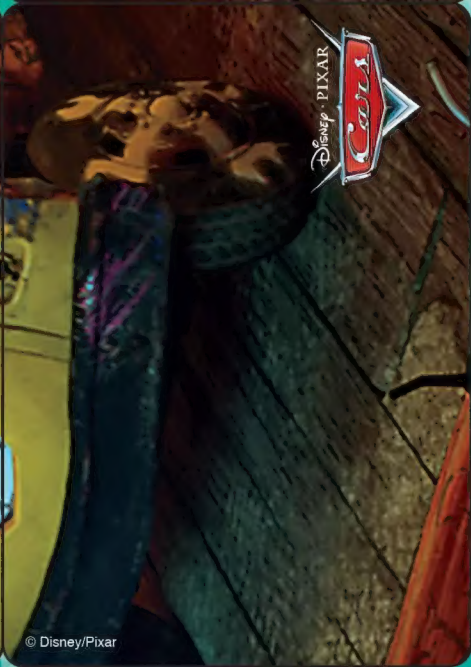
**+1**

SAND

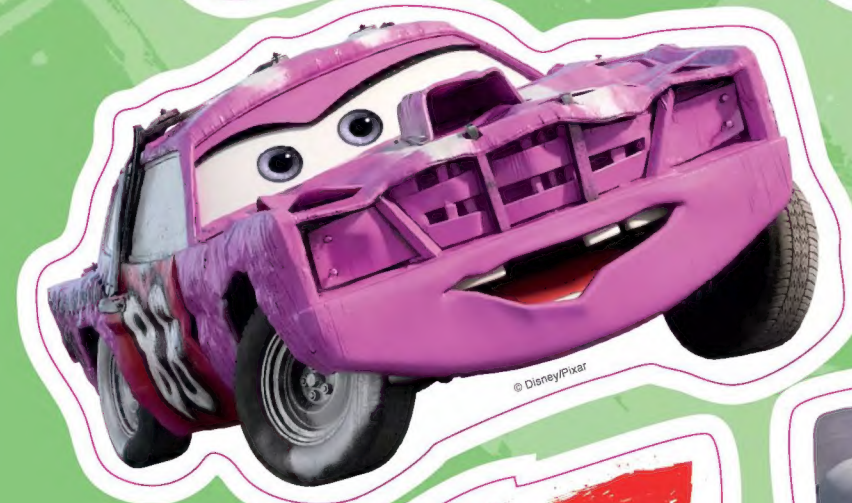
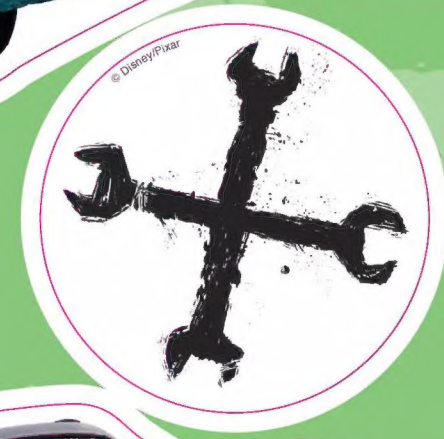
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